```
ec::InputListener
# m eventCallbacks
# m enabled
+ ~InputListener()
+ inform()
+ enable()
+ isEnabled()
+ addCallback()
+ removeCallback()
+ removeCallbacksOfType()
+ removeAllCallbacks()
+ isCallbackRegistered()
# InputListener()
# processEvent()
   ec::SceneController
   + SceneController()
   + ~SceneController()
   + getName()
```